

Air Quality Permit Application Fees

This list is a summary of the air quality permit application fees specified in the Administrative Rules of Montana (ARM) Title 17, Chapter 8, Subchapter 5, revised 6/30/06. All air quality permit application fees are separate and distinct from air quality operating fees.

Application Type	Application Fee	Reference
Montana Air Quality Permit (MAQP) – stationary and portable sources	\$500	ARM 17.8.504
New Source Review Permit - PSD/NAA	\$3,000 if Dept. has not previously issued an MAQP for the facility; otherwise \$500	ARM 17.8.504
Title V Operating Permit - New	\$500 if not submitted concurrently with MAQP application; otherwise, fee is already included in MAQP application fee.	ARM 17.8.504
Title V Operating Permit - Renewal	\$500	ARM 17.8.504
Title V Operating Permit - Significant Modification	\$500 if not submitted concurrently with MAQP application; otherwise, fee is already included in MAQP application fee.	ARM 17.8.504
Oil and Gas Registration	\$500	ARM 17.8.504
Minor Open Burning Permit – Emergency	\$100	ARM 17.8.515
Minor Open Burning Permit – Conditional (Trade Waste/Landfill)	\$100 (Note: The required application fee for a landfill conditional open burning permit is included in the solid waste management system licensing fee, submitted pursuant to ARM Title 17, Chapter 50, subchapter 4. Therefore, the applicant is not required to submit a fee with the landfill conditional minor open burning permit application.)	ARM 17.8.515
Minor Open Burning Permit – Christmas Tree Waste	\$100	ARM 17.8.515
Minor Open Burning Permit – Commercial Film Production	\$100	ARM 17.8.515
Minor Open Burning Permit – Firefighter Training	\$25	ARM 17.8.515
Major Open Burning Permit	Greater of \$350 or amount calculated based on actual (or estimated actual) amount of air pollutants emitted by the applicant in the last calendar year. See ARM 17.8.514 for fee calculation methodology. In addition to the fee listed above, \$1,000 is required to conduct wildland fire use burning.	ARM 17.8.514